## IAB U.S. 2020 Digital Video Advertising Spend Report: Putting Covid in Context

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## 2020 Video Ad Spend: Executive Summary

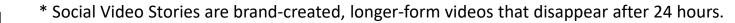
2020 has been one of the most challenging years for the advertising sector since the Great Recession of 2008. However, among all the paused and cancelled campaigns, digital video remains relatively stable, driven by Connected TV (CTV).

#### Key drivers:

- Average CTV spend for the year is expected to reach \$16MM per advertiser (+8% y/y)
- More than half of buyers are shifting dollars from Broadcast (53%) and Cable TV (52%) advertising towards CTV
- In terms of specific categories, retail, media/entertainment and telecom are the largest CTV buyers, spending \$32.2 million, \$31.9 million, and \$20.6 million per advertiser respectively
- Video advertising on desktop is expected to be the hardest hit in 2020

#### Additional Findings:

- Brand Safety was cited as the most important criterion for buyers when selecting digital video brands/publishers (86%), followed by premium content (82%) and clear ROI measurement (80%)
- Programmatic in-housing continues to see significant growth, growing 64% YoY
- When it comes to social media video, story formats\* are growing exponentially, expected to increase 62% YoY
- Shoppable ads and augmented reality advertising are also poised for growth up 21% and 33% respectively YoY





# Methodology

## Methodology

#### **350 Online Interviews Conducted**

Survey Fielded (Pre COVID): February 27 - March 12, 2020

Survey Fielded (Post COVID): May 1 - May 6, 2020

**Total Sample:** N = 350 Advertiser and Agency\*

**Qualification:** Involved in Digital Video Advertising decisionmaking (categories noted); \$1M+ Ad Spend

**Video Taxonomy:** Please refer to the last page of this presentation

\* Data falling below the stable threshold are noted and used for directional purposes only.

Market Sectors Included							
Automotive	Media & Entertainment						
CPG	Fashion/Apparel/ Accessories						
Financial Services	Home Furnishings						
Retail	Health/Wellness						
Telecommunications	Travel						

Note: The data in this report is reflective of an individual advertiser's reported spend whereas IAB's PwC Internet Advertising Revenue Report reports on the revenue publishers and platforms garner from selling advertising.



## **Respondents: Who completed the survey?**

Profile of Respondents (350)	Total
Agency	43%
Marketer (net)	57%
Incumbent Brand	71%
DTC marketer	29%
Senior (VP+) job title	52%
Mid (Director) job title	38%
Junior job title	10%
Digital video (desktop and/or mobile) advertisers	100%
TV advertisers (Linear, Advanced, and/or CTV)	91%
Advanced TV advertisers	81%

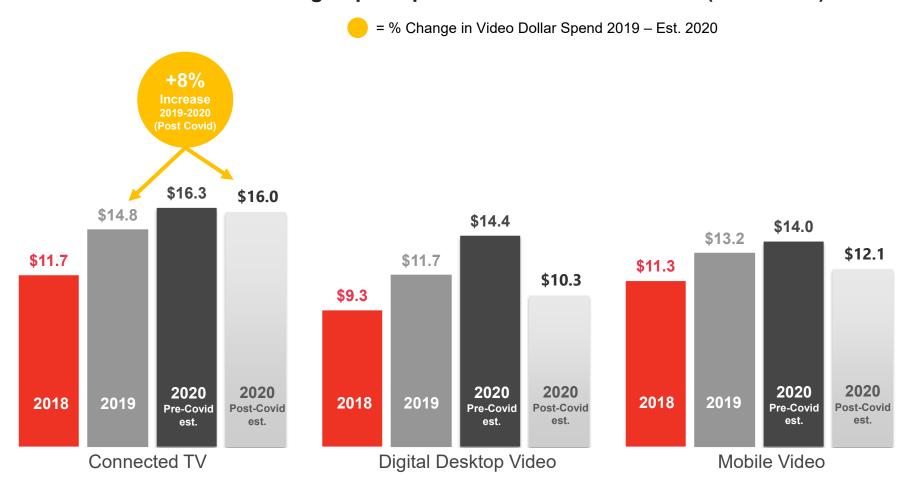
Market Sectors	Total
Apparel/Fashion	10%
Automotive and related	10%
CPG	11%
Financial Services	10%
Health and Wellness	10%
Home and Appliance	10%
Media and Entertainment	10%
Retail	10%
Telecommunications	10%
Travel	9%





# TOPLINE: DIGITAL VIDEO IN CONTEXT 2018-2020

## May 2020 data illustrates Covid-resiliency for CTV 2020 Video Spend



Average Spend per Advertiser– 3 Year Trend (in millions)



Q10: Keeping in mind your video spend in the [ASSIGNED MARKET SECTOR], to the best of your knowledge for each media type what exactly was your (company's/client's) spend in 2018 and 2019? What do you anticipate spending in 2020? Base: Total Respondents Who Spent on Video Types (Variable Base)

## At \$82.3M per advertiser, retail buyers have the highest video spend

2020 Average per advertise	•	Connected TV	Digital Desktop Video	Mobile Video			Connected TV	Digital Desktop Video	Mobile Video	Leading sectors of spend
	TOTAL	\$16.3M	\$14.4M	\$14.0	Gr-	HEALTH/ WELLNESS	\$17.5M	\$12.8M	\$9.7M	Bold Largest Investment by type within sector
	AUTO	\$11.7M	\$9.7M	\$12.4 <b>M</b>	TICKET	MEDIA & ENTERTAIN- MENT	\$31.9M	\$12.4M	\$12.8M	
	CPG	\$11.7M	\$21.0M	\$11.3M	Ì∰.	RETAIL	\$32.2M	\$19.4M	\$30.7M	→\$82.3M
	FASHION/ APPAREL	\$13.2M	\$10.5M	\$9.7M		TELECOM	\$20.6M	\$14.8M	\$13.6M	
5	FINANCE	\$13.6M	\$19.4M	\$17.9M		TRAVEL	\$8.5M	\$5.8M	\$9.3M	
	URNITURE/ PLICANCES	\$6.6M	\$5.4M	\$6.2M						

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Q10: Keeping in mind your video spend in the [ASSIGNED MARKET SECTOR] market sector, to the best of your knowledge, for each media type what exactly was your (company's/client's) spend in 2018 and 2019? What do you anticipate spending in 2020?; Base: Total Respondents Who Spent on Video Types (Variable Base)

## Media/entertainment, health/wellness, and telecom over index for CTV spend

#### Index of ad spend per category

Index is relative to total

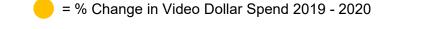
2020 % s Allocatio	-	Connected TV	Digital Desktop Video	Mobile Video			Connected TV	Digital Desktop Video	Mobile Video	
Allocatio	TOTAL	36%	32%	31%	<b>G</b>	HEALTH/ WELLNESS	120	99	77	
	AUTO	95	89	117	TICKET	MEDIA & ENTERTAIN- MENT	153	67	72	
	CPG	73	148	82	<b>₩</b>	RETAIL	107	73	119	
	FASHION / APPAREL	108	98	93		TELECOM	115	94	89	
\$	FINANCE	73	118	112	>	TRAVEL	99	76	126	
	FURNITURE/ PPLICANCES	99	92	109	what exactly w		ent's) spend in 2018			our knowledge for each med ending in 2020?; Base: Tota

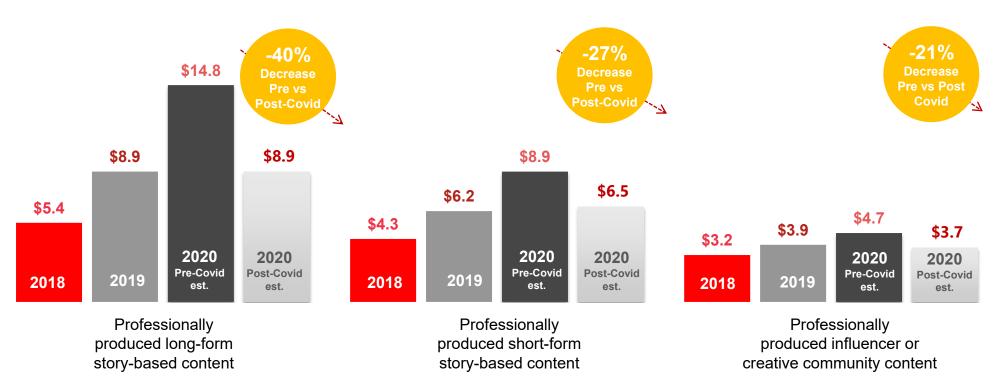


## Expected gains in short-form and influencer content won't materialize in 2020

Covid negatively impacts video ad spend across all content types

Average Spend per Advertiser on Content Type – 3 Year Trend (in millions)



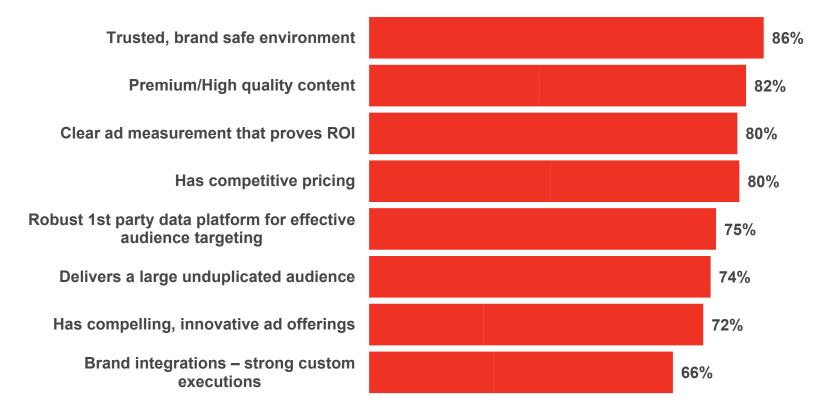




Q70: We'd like to get some detail about your (company's/client's) biggest or most important product or service in the [ASSIGNED MARKET SECTOR] spend on each of the following. To the best of your knowledge, what exactly is that spending amount on each type of content in each year? Base: Total Respondents Who Spent on Content Types (Variable Base)

### Brand safety is #1 for buyers when selecting Digital Video brands/publishers

#### Digital Video Selection Criteria (Very Important + Important)





Q55: How important are each of the following when deciding which digital video (including mobile, desktop, Connected TV) providers to advertise with? Base: Total Respondents

#### **CTV** wins with Buyers for both Brand Safety and Content Quality

How Well Each Media Type Delivers On Attribute Media Type 8-10 Ratings

Trusted, brand safe environment	Premium/High quality content				
Connected TV	77%	Connected TV	73%		
Desktop Digital Video	60%	Desktop Digital Video	60%		
Mobile Video	55%	Mobile Video	57%		



## CTV also wins with Buyers for Measurement and Targeting capabilities

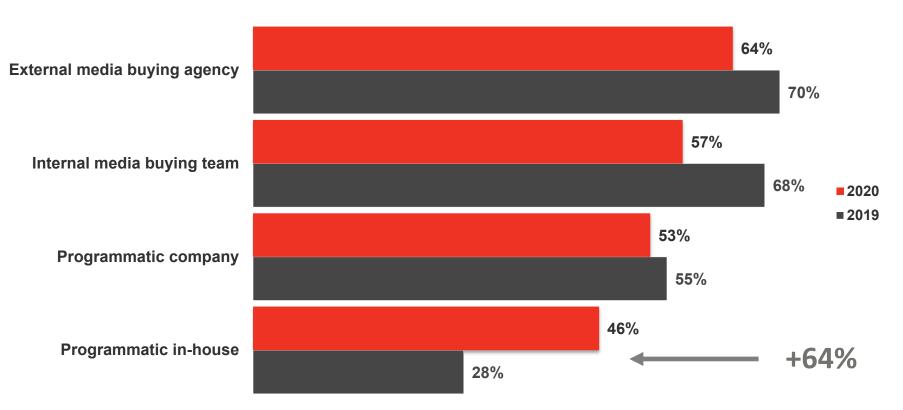
How Well Each Media Type Delivers On Attribute Media Type 8-10 Ratings

Clear advertising measurement that proves ROI	Robust 1 <sup>st</sup> party platform data for effective audience targeting				
Connected TV	64%	Connected TV	72%		
Desktop Digital Video	60%	Mobile Video	65%		
Mobile Video	58%	Desktop Digital Video	61%		



## Programmatic in-housing shows double digit growth (64%) for video buyers y/y

#### All other buying methods have decreased



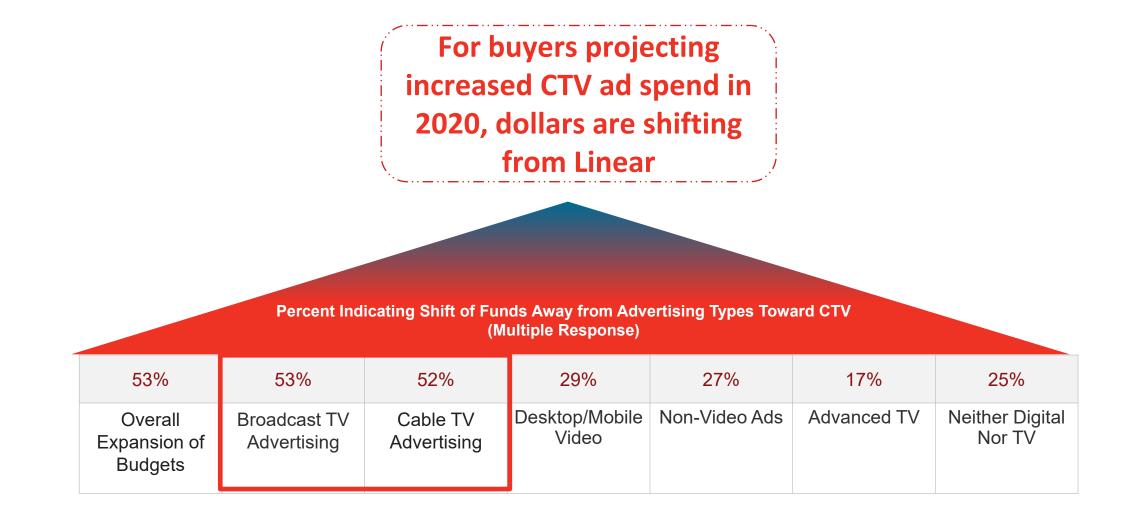
#### How Video Is Bought by Marketers





# A CLOSER LOOK: CONNECTED TV (CTV)

### **CTV Buyers are shifting dollars from broadcast/cable TV budgets**

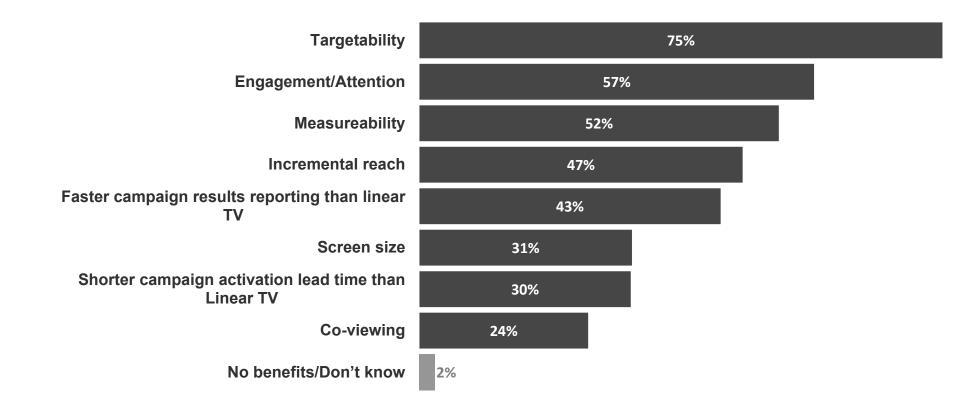




Q15: You mentioned that your (company's/client's spend on Connected TV advertising will increase in 2020 compared to 2019. How will your (company/client) fund the increase? Base: Increase in Connected TV Spend

### Buyers view targetability as the most compelling benefit of CTV

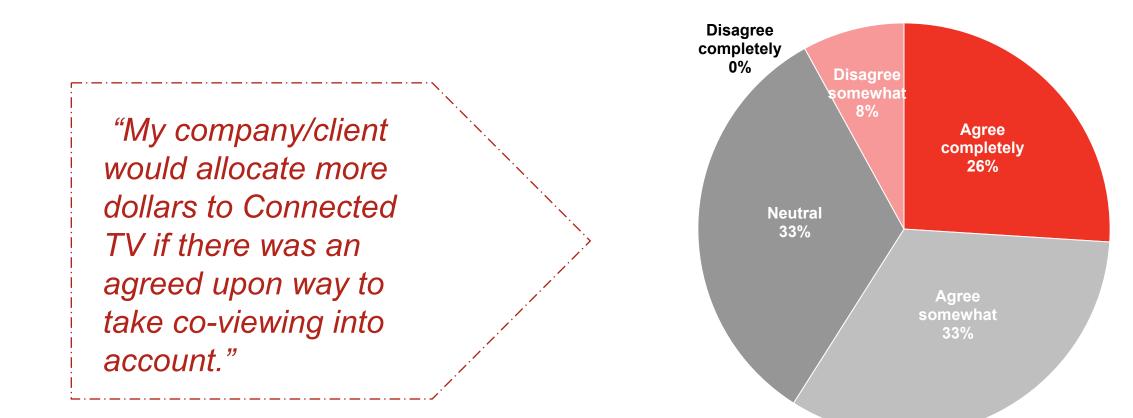
#### Benefits of Connected TV Advertising





## >50% of buyers value CTV co-viewing and want to know if it's happening

#### **Co-Viewing's Impact on CTV Allocation**

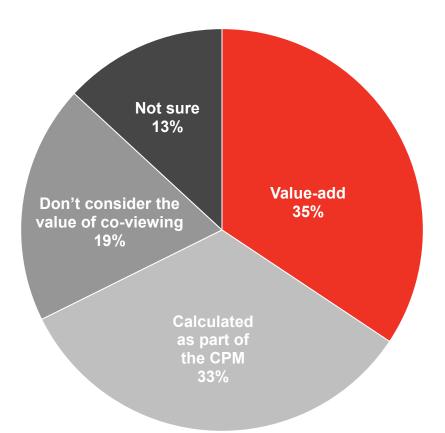




### CTV co-viewing is valuable to buyers but hard to account for during negotiations

Buyers are evenly split on negotiating co-viewing as a value-add or calculated as part of their CPM

How Co-Viewing is Negotiated in Connected TV Buys

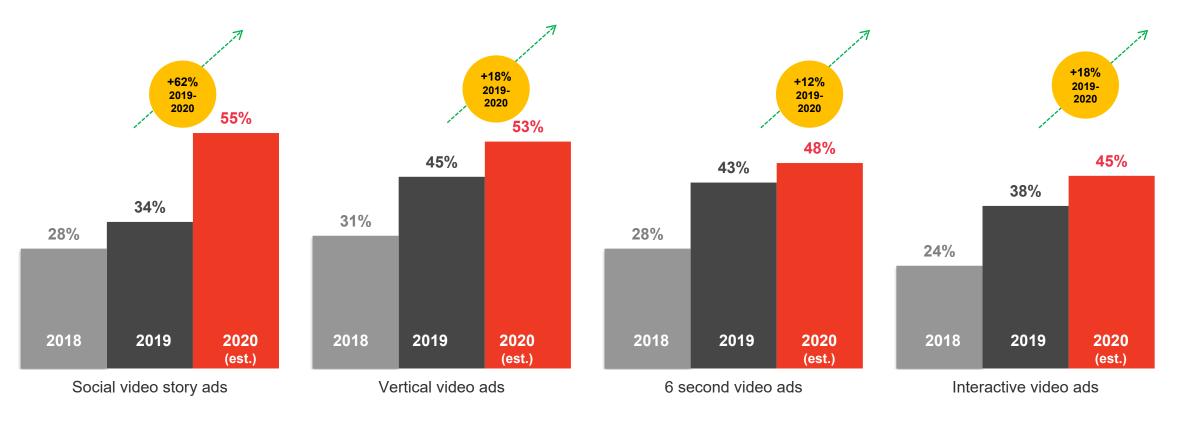




## **VIDEO ADVERTISING TRENDS**

## Social Video Story ads\* have grown the most in popularity with buyers

#### Video Ad Formats Usage – 3 Year Trend (Pre-Covid)



Q210: Which of the following video ad formats has your (company/client) in the [ASSIGNED MARKET SECTOR] market sector used in campaigns in 2018 and 2019? Which does your (company/client) plan to use in 2020?

Base: Total Respondents

\* Social Video Stories are brand-created, longer-form videos that disappear after 24 hours.

### The majority of brand verticals are leaning into the stories format

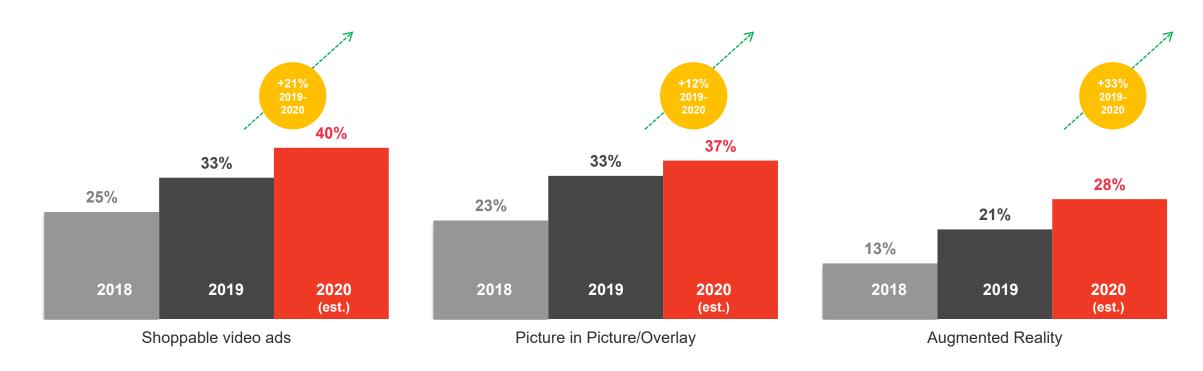
2020 Ad Format Usage	Total	Auto	CPG	Fashion/ Apparel	Finance	Furniture/ Appliances	Health/ Wellness	Media/ Entertainment	Retail	Telecom	Travel
Stories	55%	33% 🔻	55%	59%	69%	50%	59%	51%	59%	69%	42%
Vertical Video Ads	53%	52%	58%	39%	70% 🔺	53%	35%▼	77% 🔺	53%	56%	23%
6 Second Video Ads	48%	40%	55%	45%	42%	48%	46%	61%	47%	37%	61%
Interactive Video Ads	45%	39%	21%	33%	47%	56%	64% 🔺	65% 🔺	50%	57%	34%
Shoppable Video Ads	40%	19% 🔻	48%	51%	29%	50%	23%	39%	54%	58% 🔺	30%
Picture/In-Picture Overlay	37%	41%	31%	16%	36%	41%	31%	61% 🔺	31%	60% 🔺	24%
Augmented Reality	28%	18%	24%	29%	21%	23%	30%	41%	26%	43% 🔺	37%

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Q210: Which of the following video ad formats has your (company/client) in the [ASSIGNED MARKET SECTOR] market sector used in campaigns in 2018 and 2019? Which does your (company/client) plan to use in 2020? Base: Total Respondents

▲ ▼ Significantly Higher/Lower Than Total Advertisers at a 90% LOC

Video Ad Formats Usage – 3 Year Trend





Q210: Which of the following video ad formats has your (company/client) in the [ASSIGNED MARKET SECTOR] market sector used in campaigns in 2018 and 2019? Which does your (company/client) plan to use in 2020? Base: Total Respondents

#### Automotive is leading spend in long-form content

2020 Average Spend per advertiser (est.)	Long-Form	Short-Form	Influencer		Long-Form	Short-Form	Influencer	Leadir
TOTAL	\$14.8M	\$8.9M	\$4.7M	HEALTH/ WELLNESS	\$14.4 <b>M</b>	\$9.3M	\$7.4M	sectors spend Bold Larges
Αυτο	\$62.5M	\$16.7M	\$5.1M	MEDIA & ENTERTAIN- MENT	\$1.6M	\$7.8M	\$580K	Investr type w sector
CPG	\$10.9M	\$5.8M	\$3.0M	RETAIL	\$24.1 <b>M</b>	\$8.9M	\$5.4M	
FASHION/ APPAREL	\$3.3M	\$4.3M	\$6.2M	TELECOM	\$16.3M	\$7.4M	\$5.1M	
FINANCE	\$12M	\$19.8M	\$7.4M	TRAVEL	\$1.5M	\$1.6M	\$2.8M	
FURNITURE/ APPLICANCES	\$3.9M	\$3.8M	\$1.4M	L	1	1	1	

#### Retail, telecom, and CPG also heavily over-index for spend in long form content

#### Index of ad spend per category

			-	much			-	
	0 % Spend	Long-Form	Short-Form	Influencer		Long-Form	Short-Form	Influencer
	TOTAL	52%	31%	17%	WELLNESS	127	93	76
	AUTO	203	61	19	MEDIA & ENTERTAIN- MENT	44	243	19
	CPG	152	91	49	RETAIL	172	72	45
	FASHION/ APPAREL	66	97	143	TELECOM	155	80	57
Š	FINANCE	84	157	60	TRAVEL	70	84	152
A	FURNITURE/ PPLICANCES	118	130	49	Q70: We'd like to get so or service for the [ASSI your knowledge, what e	IGNED MARKET	SECTOR] ad spe	end on each of the

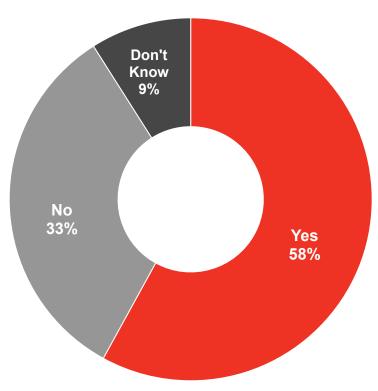
Index is relative to total

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Q70: We'd like to get some detail about your (company's/client's) biggest or most important product or service for the [ASSIGNED MARKET SECTOR] ad spend on each of the following. To the best of your knowledge, what exactly is that spending amount on each type of content in each year? Base: Total Respondents Who Spent on Content Types (Variable Base)

# 58% of marketers are leveraging data-driven video strategies by creating alternate creative executions per target

Whether Develop Multiple Creative Executions for Advanced TV Campaigns With Different Targets

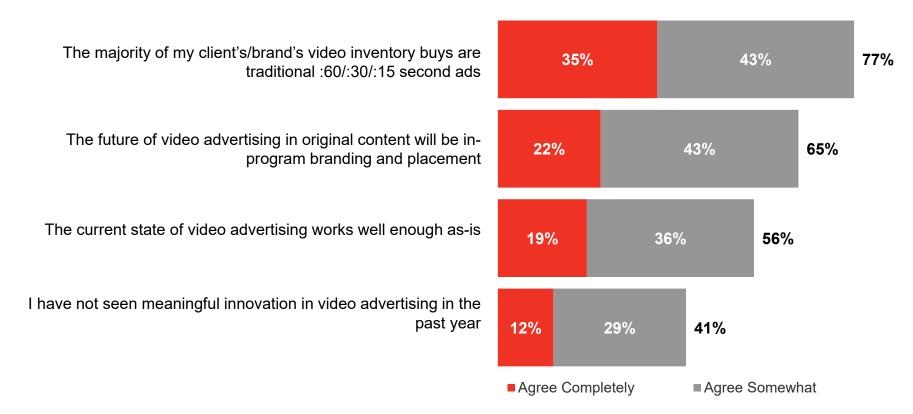




Q217: You indicated that your [company/client] currently advertises on Advanced TV. Does your (company/client) create multiple creative executions for Advanced TV campaigns that can be used for different targets? Base: Use Advanced TV

## Although slow to shift dollars towards more innovative forms, advertisers see/// significant changes coming

#### Video Trend Agreement Statements (Sorted by Agree Completely)

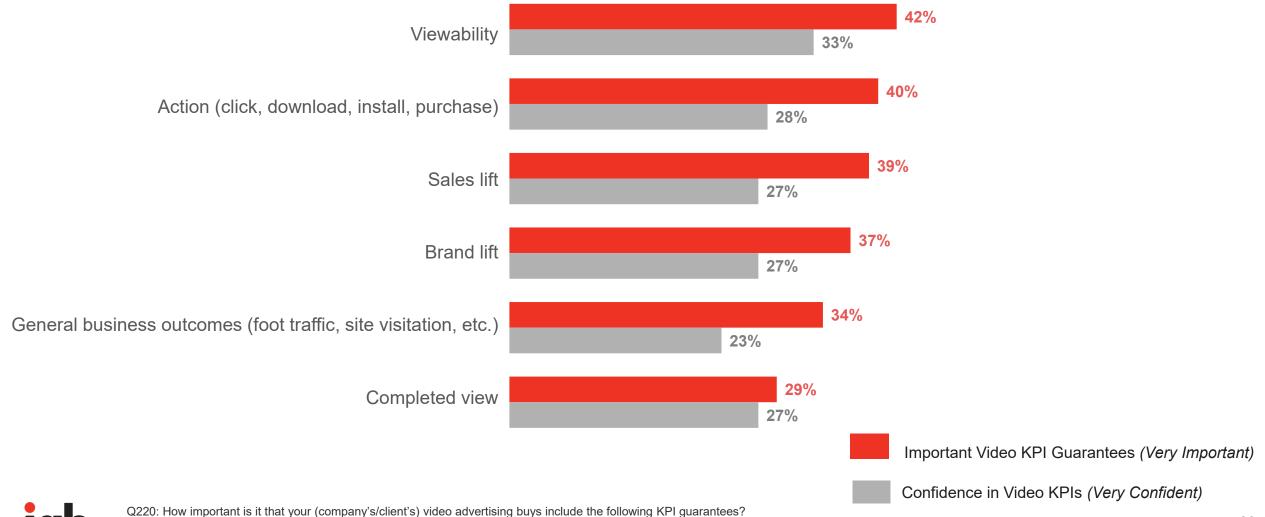




# Video KPIs

## Video ad spend is a performance game, but confidence in KPI guarantees is low

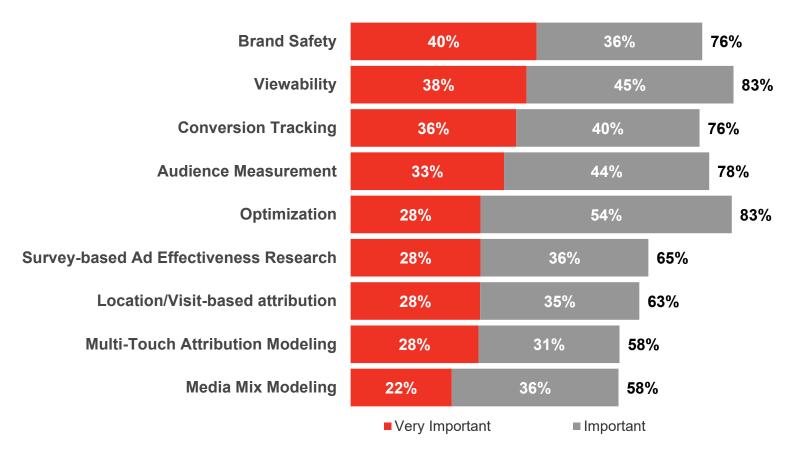
Importance and Confidence in Video KPIs (Sorted by Importance)



Q221: How would you rate the level of confidence (methodology, transparency, quality, comparability of results, etc.) you have in each of the following KPI measurements? Base: Total Respondents

### Brand safety and viewability are the leading campaign measures

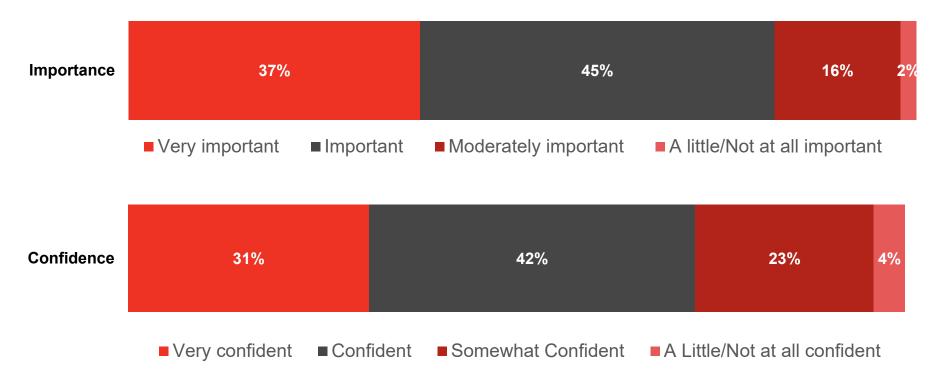
#### Video Ad Measurement Importance (Sorted by Very Important)





### Audience targeting for video is both very important and trusted

Audience Delivery (demo or other targeting) Importance and Confidence

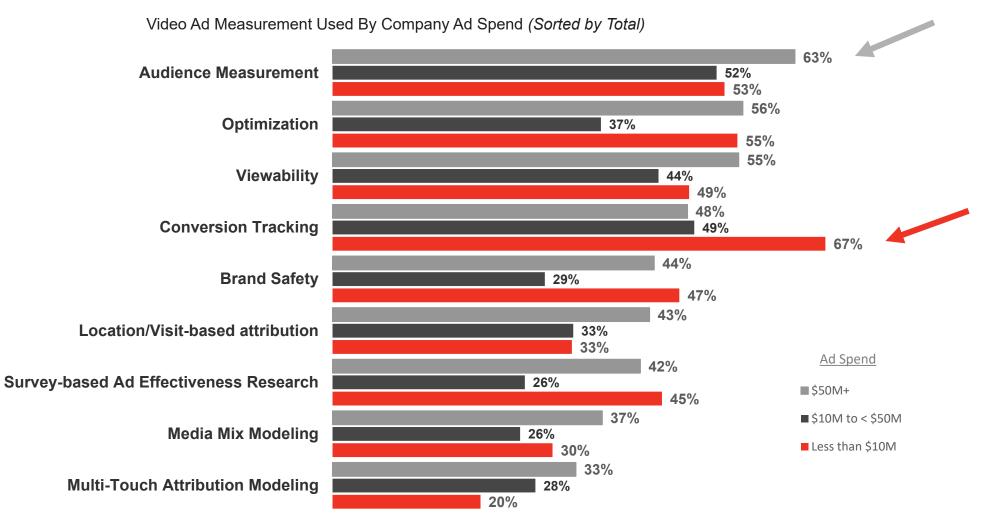




Q220: How important is it that your (company's/client's) video advertising buys include the following KPI guarantees? Q221: How would you rate the level of confidence (methodology, transparency, quality, comparability of results, etc.) you have in each of the following KPI measurements? Base: Total Respondents

### The biggest ad spenders care most about audience measurement

#### The smallest spenders care most about conversion tracking



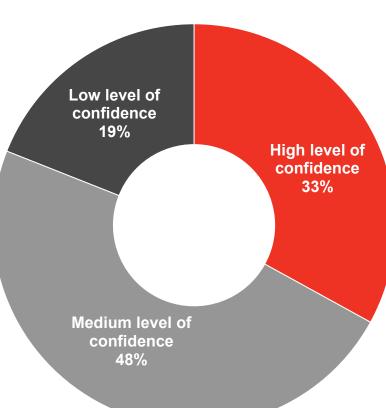


Q225: Which types of advertising measurement and/or research have you used in the past 6 months to measure your (company's/client's) video advertising in the [ASSIGNED MARKET SECTOR] market sector? Base: Total Respondents

#### Decision-makers think they can combine Linear TV and Digital Video measurement

#### 83% have a medium or high level of confidence in combined TV + Digital video measurement

Confidence in the Ability to Combine Measurement of Linear TV with Digital Video Campaigns



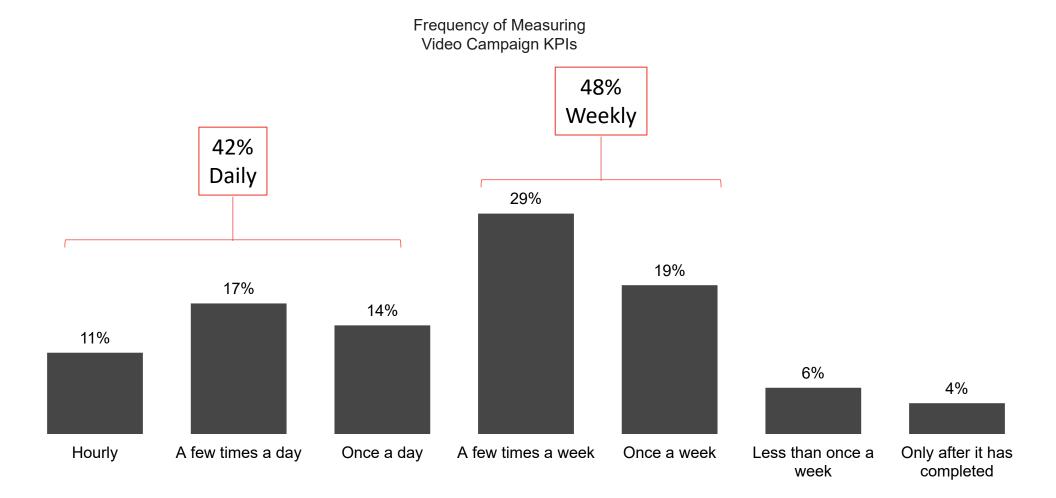
#### **VP+ Job Titles**



Q230c: What level of confidence do you have about the ability to tie together measurement results from Linear TV campaigns with digital video campaigns? Base: Use Broadcast/Cable TV

## Real time insights and quick turnaround for measurement reports is important

42% of marketers check KPIs daily and 48% check weekly...

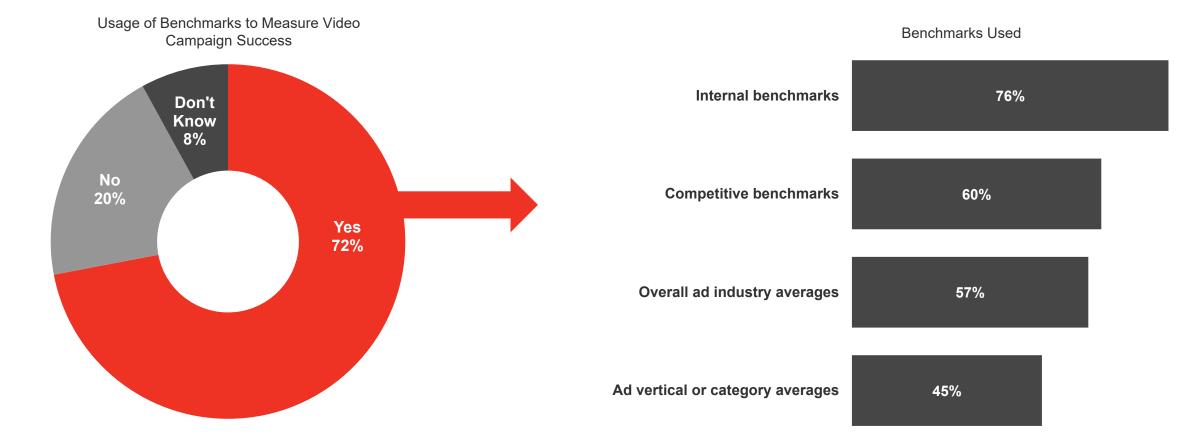




Q235: On average, how frequently do you measure a video campaign's KPIs once it's launched? Base: Total Respondents

## More buyers rely on Internal Benchmarks for gauging video campaign success

...Rather than measuring against competitor, industry standards, or by-vertical averages



Q240: Are you using/establishing benchmarks in order to compare and measure the success of your [company's/clients'] video ad campaigns in the [ASSIGNED MARKET SECTOR]? Base: Total Respondents Q245: Which benchmarks do you use to help measure the success of your [company's/client's] video ad campaigns in the [ASSIGNED MARKET SECTOR]? Base: Benchmark Users



# TV and DIGITAL VIDEO CONVERGENCE

# Unified Planning and Delivery Consolidation of Media Buys Merging Platforms Better Data Better Targeting Common Measurement

**Impression Based Buying** 

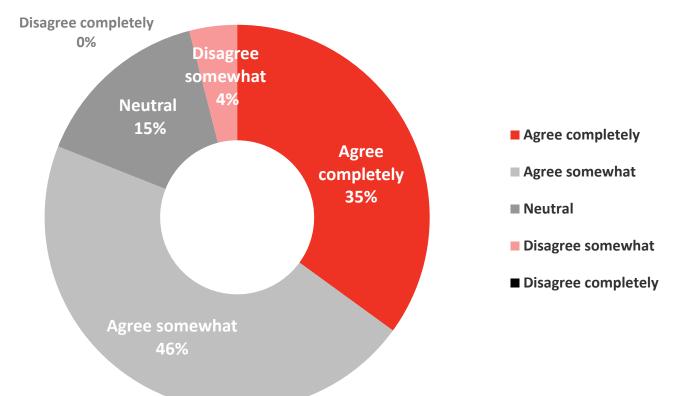


Q255: There's been a lot of industry news/conversation about TV and digital video "convergence." In your own words, what does TV and digital video convergence mean? Base: Total Respondents. See accompanying file of open ends for full listing of verbatim responses.

#### 81% of Buyers believe video buying convergence will be good for the industry



"TV and digital video buying convergence is good for advertisers."





Q260: For the purposes of this study we are defining TV and digital video convergence as the trend of planning and buying video across screens and platforms holistically. How much do you agree or disagree with the following statement? Base: Total Respondents

#### Cost concerns and Campaign Optimization are the top benefits of convergence

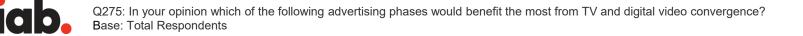
#### Benefits of TV and Digital Video Convergence

More cost efficient	47%
Improved campaign optimization	47%
Cross-screen measurement	44%
Incremental/broader reach	43%
Improved campaign reporting	43%
Cross-screen targeting opportunities	43%
Ability to manage ad frequency	41%
Better time and resource efficiency by collapsing traditional / digital planning / buying siloes	37%
Greater availability and use of data across all platforms	37%
Surround the consumer with advertising/messaging holistically	36%
Opportunity to automate processes	29%

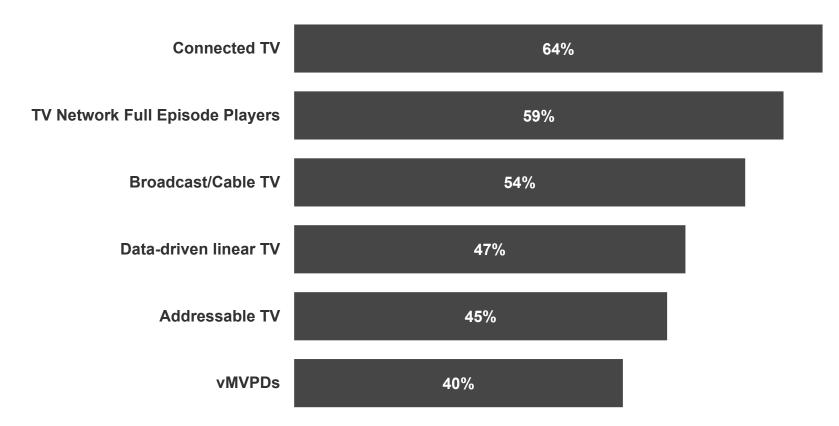


Campaign Phases Benefitting from Convergence



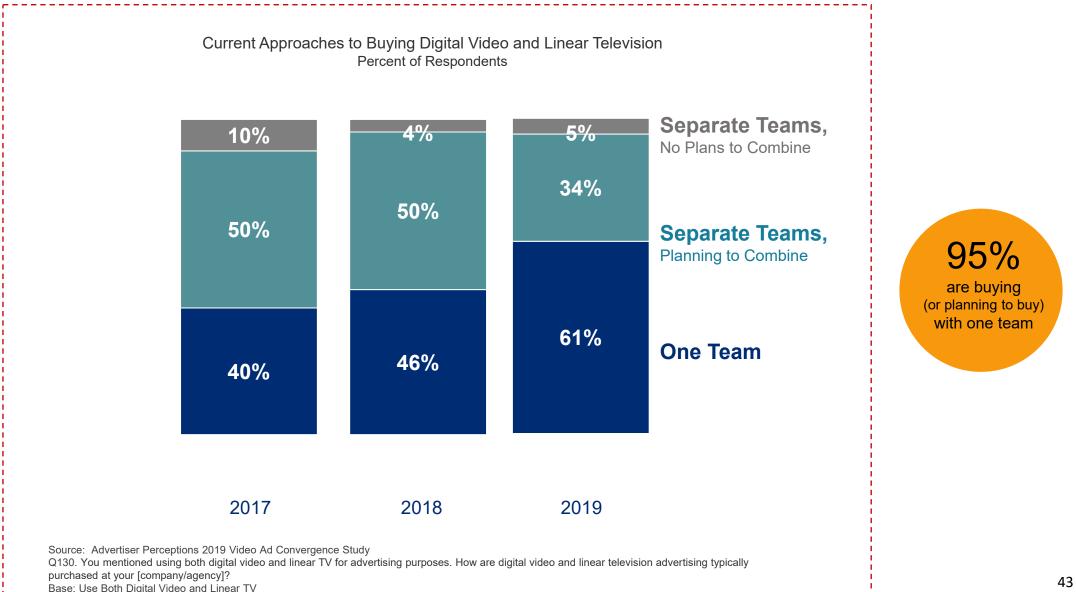


Platforms Able to Include with Digital Video in One Buy



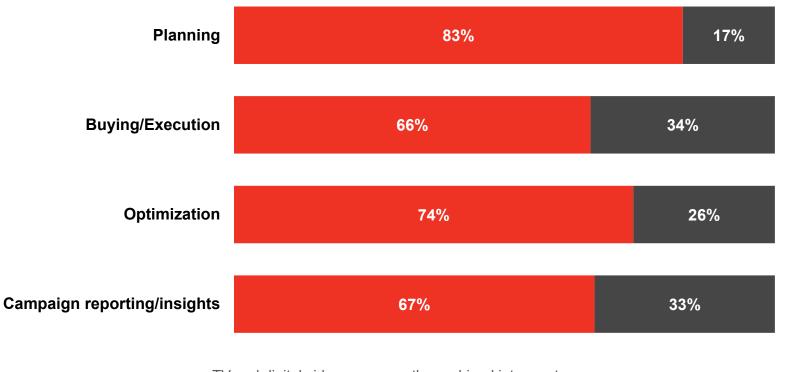


#### Although convergence is still evolving, nearly 2/3 of buying teams have combined



#### And the vast majority of Planning has converged

#### Current TV and Digital Video Convergence at Each Phase



TV and digital video are currently combined into one team

■ TV and digital video are currently separate teams



Q280:You mentioned using both digital video and Broadcast/Cable TV for advertising. Please indicate your (company's/agency's) organizational structure at each advertising phase. Base: Use Both Digital Video and Broadcast/Cable TV

#### But many challenges remain for full video buying convergence

#### Challenges Preventing TV and Digital Video Combined Buying

Tracking/reporting complexities	38%
No single cross-screen reach and frequency measurement capabilities	31%
Media brands'/Publishers' sales organization silos	29%
Overly complex or Inadequate technology	26%
Requires training/education	26%
Lack of single currency to buy cross-screen inventory	24%
Poor support from media brands/publishers	23%
My (company's/client's) organization silos	19%
Our Agency's organization silos	17%
Lack of advertiser demand	10%
Lack of agency demand	5%
No challenges	17%





# Glossary

- Addressable TV: Households viewing same linear or VOD show see different ads. Addressable household data informs audience segmented buys.
- Advanced TV: Includes Addressable TV, Data-Driven Linear TV, etc.
- Broadcast/Cable TV: Traditional linear TV. Households viewing the same shows see the same ad.
- Broadcast/Cable TV Network Full Episode Players: TV content with commercial breaks via browsers and apps.
- Connected TV (CTV): Households viewing same show see different ads. CTV device data and streaming service data informs audience buy. Ad supported video on demand including Hulu, The Roku Channel, Tubi, etc.
- **Data-Driven Linear TV:** Households viewing the same linear show see same ad. Advertisers buy specific programs based on viewing data.



#### Glossary, cont.

- Interactive Video Ads: A type of digital video creative that can take user input to perform some enhanced actions through elements integrated above and beyond the standard video playback controls (i.e., play, pause, rewind, and mute). These interactions can include varied calls to actions, forms, polls/surveys, links, chapter menus and hot-spots that may affect story progression of the video content and/or drill down on specific parts of the content itself. The goal of the creative is to give the user various options to engage with the message beyond viewing the video.
- Picture in Picture/Overlay: Brand overlays in live streamed content.
- Shoppable Video Ads: An ad that allows users to scroll through product selections/buy within the ad itself.
- Social Video Story Ads: A brand-created longer form video that disappears after 24 hours.
- Vertical Video Ads: Displayed in portrait mode but can be shot in portrait/landscape mode, i.e., skinny and tall vide (9:16 aspect ratio), rather than widescreen format (16.9 aspect ratio) normalized by movies and television. These types of video ads are mostly displayed in mobile devices as they have the optimal aspect ratio to fill the whole screen.
- **vMVPDs:** Live TV via internet including Sling TV, Hulu with Live TV, YouTube TV, etc.



# iab.

The Interactive Advertising Bureau empowers the media and marketing industries to thrive in the digital economy. Its membership is comprised of more than 650 leading media companies, brands, and the technology firms responsible for selling, delivering, and optimizing digital ad marketing campaigns. The trade group fields critical research on interactive advertising, while also educating brands, agencies, and the wider business community on the importance of digital marketing. In affiliation with the IAB Tech Lab, IAB develops technical standards and solutions. IAB is committed to professional development and elevating the knowledge, skills, expertise, and diversity of the workforce across the industry. Through the work of its public policy office in Washington, D.C., the trade association advocates for its members and promotes the value of the interactive advertising industry to legislators and policymakers. Founded in 1996, IAB is headquartered in New York City.

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### Advertiser Perceptions

Advertiser Perceptions is the global leader in research-based business intelligence for the advertising , marketing , and ad technology industries. Our expert staff delivers an unbiased, research-based view of the advertising market with analysis and solutions tailored to our client's specific KPIs and business objectives. These insights provide our clients with the confidence to make the very best organizational, sales and/or marketing decisions, driving greater revenue and increased client satisfaction.



## Thank you!

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